

2-Headed Basilisk

of the

1 Trve Faith

(an inquisitor class)

Compatible with
MÖRK BORG



2-Headed Basilisk of the 1 Trve Faith is an independent production by Walton Wood and is not affiliated with Ockult Örtmästare Games or Stockholm Kartell. It is published under the **MÖRK BORG** Third Party License. **MÖRK BORG** is copyright Ockult Örtmästare Games and Stockholm Kartell.

Art by Francisco Goya and Francesco Hayez

One-Headed Basilisks of the One True Faith

Abilities Erudite, roll 3d6+2 for Presence. Cloistered, roll 3d6-2 for Toughness.

You begin with 2 of the following:

[dM]

Begins with d66x10 silver and d3 omens. HP: Toughness+d4. Roll d8 on the weapons table and d2 on the armor table. Also begin with d3 scrolls; on 3, instead begin with 2 sacred scrolls and 1 Tablet of Ochre Obscurity (Mörk Borg Cult *Feretary*). You may use powers while wielding two-handed weapons.

Whenever you deal damage that would kill a non-monster (you decide who qualifies), the target is instead **Broken** (p. 29; d2). Your duty is to redeem; their suffering ends only with the world.

1. **Spiritus sancti**: Test Presence at -2 DR to use sacred scrolls, +4 DR for unclean
2. **Basiliscus**: You carry a graven image or sculpted likeness of *the* Basilisk. -2 DR on all Presence Tests when it is forcefully displayed.
3. **Acquisitor**: Your authority empowers you to seize whatever property necessary to fulfill your duty. Test Presence; succeed and get an item for free, otherwise obtain it at a percentage of standard cost equal to the test result.
4. **Familiar network**: You are served by 2d2 Outcasts (p. 70). All remain loyal as long as allegiance remains beneficial. All are easily replaced when they've outlived their usefulness.
5. **Enthusiast's zeal**: -2 DR to attack and defend against heretics of the One True Faith, -2 DR Presence to wield powers against heretics. All other Presence Tests involving unsubjugated heretics are +4 DR.
6. **The Church militant**: d2 Dragoons (*Babalon's Hangover* p. 36) stand at your shoulder. You can hire more (max. 4) at a percentage of the standard fee equal to the number of Dragoons already in your employ.

You were called to the Holy Office when...

[dM]

1. The clouds parted for the first (and last) time in your life, and *the* voices spoke from a nimbus of holy flame.
2. The arch-priestess, impressed by your pious diligence, chose you to serve as her eyes, ears, and sword.
3. Profane beasts slaughtered your Cretan brothers before your eyes. You took judgment into your own hands.
4. In Galgenbeck's archive-crypts, you uncovered the Secret Gospel.
5. According to *the* *Book of the Dead*, you burned heretical texts and carcasses in the street; an itinerant inquisitor saw great potential.
6. You stole clothes and belongings from your predecessor's corpse, which you found in a roadside ditch.

